Melgarin — CHARACTER NAME
Christopher — PLAYER

Fighter 3 — CLASS AND LEVEL
Human — RACE
True Neutral — ALIGNMENT
St Cuthbert — DEITY

Medium — SIZE
30.0 — AGE
Male — GENDER
5'10" — HEIGHT
220 — WEIGHT
Brown — EYES
Brown — HAIR
Tanned — SKIN

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	13	1		
DEX DEXTERITY	12	1		
CON CONSTITUTION	18	4		
INT INTELLIGENCE	10	0		
WIS WISDOM	9	-1		
CHA CHARISMA	12	1		

HP HIT POINTS — TOTAL 40 — BASE HP (BEFORE CON) 28 — TEMPORARY HP — WOUNDS — NONLETHAL DAMAGE

SPEED 30 feet

AC ARMOR CLASS — TOTAL 18 = 10 + 5 (ARMOR BONUS) + 2 (SHIELD BONUS) + 1 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 0 (DEFLECTION MODIFIER) + (MISC MODIFIER)

DAMAGE REDUCTION

TOUCH ARMOR CLASS 11 — **FLAT-FOOTED** ARMOR CLASS 17

INITIATIVE MODIFIER — TOTAL 1 = 1 (DEX MODIFIER) + (MISC MODIFIER)

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	7	3	4			
REFLEX (DEXTERITY)	4	3	1			
WILL (WISDOM)	0	1	-1			

CONDITIONAL MODIFIERS

BASE ATTACK BONUS 3

SPELL RESISTANCE

GRAPPLE MODIFIER — TOTAL 4 = 3 (BASE ATTACK BONUS) + 1 (STRENGTH MODIFIER) + 0 (SIZE MODIFIER) + (MISC MODIFIER)

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	4	3	1	0	0
RANGED attack bonus	4	3	1	0	0
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longsword +1	6	1d8+2	19-20/x2
RANGE	**TYPE**	**NOTES**	
-	Slashing	glows	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shield Bash	4	1d4+1	20/x2
RANGE	**TYPE**	**NOTES**	
-	Bludgeoning		

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	**TYPE**	**NOTES**	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	**TYPE**	**NOTES**	

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
☐	Appraise ■	INT	0	0		
☐	Balance ■	★DEX	1	1		
☐	Bluff ■	CHA	1	1		
▣	Climb ■	★STR	1	1		
☐	Concentration ■	CON	5	4	1	
▣	Craft ■ (Weaponsmithing)	INT	4	0	4	
☐	Craft ■ ( )	INT	0	0		
☐	Craft ■ ( )	INT	0	0		
☐	Decipher Script	INT	0	0		
☐	Diplomacy ■	CHA	1	1		
☐	Disable Device	INT	0	0		
☐	Disguise ■	CHA	1	1		
☐	Escape Artist ■	★DEX	1	1		
☐	Forgery ■	INT	0	0		
☐	Gather Information ■	CHA	1	1		
▣	Handle Animal	CHA	5	1	4	
☐	Heal ■	WIS	-1	-1		
☐	Hide ■	★DEX	1	1		
▣	Intimidate ■	CHA	5	1	4	
▣	Jump ■	★STR	1	1		
☐	Knowledge ( )	INT	0	0		
☐	Knowledge ( )	INT	0	0		
☐	Knowledge ( )	INT	0	0		
☐	Knowledge ( )	INT	0	0		
☐	Knowledge ( )	INT	0	0		
☐	Listen ■	WIS	-1	-1		
☐	Move Silently ■	★DEX	1	1		
☐	Open Lock	DEX	1	1		
☐	Perform ( )	CHA	1	1		
☐	Perform ( )	CHA	1	1		
☐	Perform ( )	CHA	1	1		
☐	Profession ( )	WIS	-1	-1		
☐	Profession ( )	WIS	-1	-1		
▣	Ride ■	DEX	1	1		
☐	Search ■	INT	0	0		
☐	Sense Motive ■	WIS	-1	-1		
☐	Sleight of Hand	★DEX	1	1		
☐	Spellcraft	INT	0	0		
☐	Spot ■	WIS	0	-1	1	
☐	Survival ■	WIS	-1	-1		
▣	Swim ■	★STR	1	1		
☐	Tumble	★DEX	1	1		
☐	Use Magic Device	CHA	1	1		
☐	Use Rope ■	DEX	1	1		
☐			0			
☐			0			
☐			0			

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an ■ if the skill is a class skill for the character.*
★*Armor check penalty (-4) applies. (Double penalty for Swim.)*

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Shackled City

CAMPAIGN

4,760

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Chainmail	Medium	5	2

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-2	0%	20	40.00	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Heavy Wooden Shield	2	10	-2

SPELL FAILURE	SPECIAL PROPERTIES
15%	

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Clothing			Potion of Cure Light Wounds		
Longsword			Potion of Remove Paralysis		
Backpack					
Bedroll					
Flint & Steel					
Tent					
			TOTAL WEIGHT CARRIED		50

50	100	150	150	300	750
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 × MAX LOAD)	PUSH OR DRAG (5 × MAX LOAD)

MONEY

CP — 270

SP — 3

GP — 802

PP —

FEATS

PG.

Power Attack (exchange melee attack points for melee damage points)

Weapon Focus (Longsword

Cleave (extra melee attack after dropping target)

Lightning Reflexes (+2 Reflex Saving throws)

Toughness (+3 hp)

SPECIAL ABILITIES

PG.

Weapon Proficiency

Armor Proficiency (all)

Shield Proficiency

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common

SPELLS

PRIMARY SPELLCASTING STATISTIC | DOMAINS/SPECIALTY SCHOOL

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE DC MOD

ARCANE SPELL FAILURE 15 %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	10	0		0
	11	1ST		0
	12	2ND		0
	13	3RD		0
	14	4TH		0
	15	5TH		0
	16	6TH		0
	17	7TH		0
	18	8TH		0
	19	9TH		0

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